

## CLAIM AMENDMENTS

1           1. (currently amended) A data input method comprising:  
2           in a mark-up language-based browser, generating and displaying on a display  
3 screen a graphical input device, the graphical input device being associated with a user-  
4 selectable parameter and having a displayed data entry field of a first display width;  
5           associating a set of user-dependent choices with the graphical input device;  
6           sensing user selection of the graphical input device;  
7           upon sensing user selection of the graphical input device, displaying on the  
8 screen a list of the user-dependent choices, the list having a second display width;  
9           sensing selection by a user of one of the user-dependent choices; and  
10          displaying at least a portion of the selected user-dependent choice in the data  
11 entry field and setting the user-selectable parameter to the selected user-dependent  
12 choice; and  
13          ~~in which:~~  
14          automatically choosing the second display width ~~is chosen~~ as a function of the  
15 display widths of the user-dependent choices, such that the second display width ~~may~~  
16 ~~be greater than~~ is expandable relative to the first display width.

1           2. (original) A method as in claim 1, further including the following steps:  
2           downloading, from a server, into a local computer, code for controlling display on  
3 the display screen;  
4           executing the downloaded code using a browser, the downloaded code being in  
5 a mark-up language; and  
6           generating the graphical input device by executing scripting that is embedded  
7 within the downloaded code.

1           3. (original) A method as in claim 2, in which the mark-up language is selected  
2 from the group consisting of HTML and its derivatives.

1           4. (original) A method as in claim 1, in which the step of generating and  
2 displaying the graphical input device includes the sub-step of generating the graphical  
3 input device as a non-menu, text-input graphic device but having the appearance of a  
4 drop-down menu.

1           5. (currently amended) A data input method comprising:  
2 downloading, from a server, into a local computer, code for controlling a display  
3 on a display screen;  
4 executing the downloaded code using a mark-up language-based browser;  
5 by executing a subroutine that is embedded within the downloaded code,  
6 generating and displaying on the display screen a graphical input device, the graphical  
7 input device being associated with a user-selectable parameter and having a displayed  
8 data entry field of a first display width;

9           associating a set of user-dependent choices with the graphical input device;  
10          sensing user selection of the graphical input device;  
11          upon sensing user selection of the graphical input device, displaying on the  
12 screen a list of the user-dependent choices, the list having a second display width;  
13          sensing selection by a user of one of the user-dependent choices; and  
14          displaying at least a portion of the selected user-dependent choice in the data  
15 entry field and setting the user-selectable parameter to the selected user-dependent  
16 choice; and

17          ~~in which:~~  
18          automatically choosing the second display width ~~is chosen~~ as a function of the  
19 display widths of the user-dependent choices, such that the second display width ~~may~~  
20 ~~be greater than~~ is expandable relative to the first display width.

21          in which:  
22          the downloaded code is in a mark-up language;  
23          the subroutine is scripting embedded within the downloaded code; and  
24          the step of generating and displaying the graphical input device includes the sub-  
25 step of generating the graphical input device as a non-menu, text-input graphic device  
26 but having the appearance of a drop-down menu.

1           6. (currently amended) In a computer system that receives web content  
2 expressed in a version or derivative of the hypertext mark-up language HTML and  
3 executes the HTML-expressed content in a browser to control a display and to receive  
4 input data from a user via a graphical user interface, a data input method comprising:  
5           in a mark-up language-based browser, generating and displaying on a display  
6 screen a graphical input device by executing a corresponding HTML routine in the  
7 browser, the graphical input device being associated with a user-selectable parameter;  
8           associating a set of user-dependent choices with the graphical input device;  
9           embedding a non-HTML script within the HTML routine;  
10          sensing user selection of the graphical input device;  
11          upon sensing user selection of the graphical input device, displaying on the  
12 screen a list of the user-dependent choices, each user-dependent choice comprising a  
13 respective set of sequentially ordered characters;  
14          associating with the list at least first and second key press events (KPE), the first  
15 KPE indicating completion of user selection of one of the user-dependent choices, the  
16 second KPE indicating user entry of any of the characters;  
17          upon sensing any first KPE, rendering the list invisible on the display screen and  
18 executing a first portion of the non-HTML script to assign a currently selected one of the  
19 user-dependent choices to be the value of the user-selectable parameter;  
20          upon sensing a first occurrence of any second KPE, executing a second portion  
21 of the non-HTML script, and searching and marking for the user a first one of the user-  
22 dependent choices whose first character matches the user-entered character  
23 constituting the sensed second KPE;  
24          as long as second KPEs are sensed, and until any first KPE is sensed, upon  
25 sensing an n'th occurrence of any second KPE, searching and marking for the user a  
26 first one of the selectable data entries whose characters match the first through n'th  
27 user-entered characters constituting the first through n'th occurrence of second KPEs.

1           7. (original) A method as in 6, in which the step of and searching and marking  
2 the first one of the user-dependent choices whose first character matches the user-  
3 entered character constituting the sensed second KPE comprises searching the user-  
4 dependent choices beginning to right of a delimiting character.